

Enhancing museum visits through the creation of data visualization to support informed choices and the recording and sharing of experiences

LEVICK-PARKIN, Melanie, MCENTAGGART, Patrick, GWILT, Ian and WOOD, Jonathan

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**Enhancing museum visits through the creation of data
visualization to support informed choices and the recording and
sharing of experiences**

Levick-Parkin, Melanie, McEntaggart,
Patrick, Gwilt, Ian, Wood, Johnny



Material EncounterS with digital Cultural Heritage, has the goal of designing, developing and deploying tools for the creation of tangible interactive experiences that connect the physical dimension of museums and exhibitions with relevant digital cross-media information in novel ways



Visitor/curators

The brief

Layers of Interaction

JULY 31, 2014

MESCHGROUP

LEAVE A COMMENT

Working interactive features that could be applied to an App that assists the user on their visit.



DAY SIXTEEN

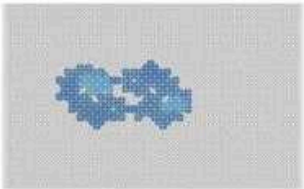
July 30, 2014

mesch1

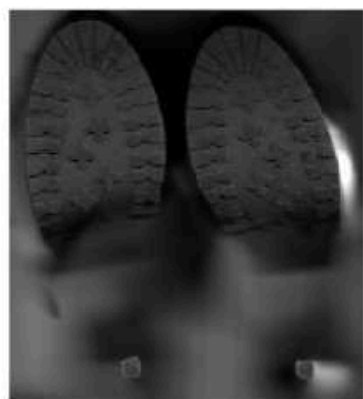
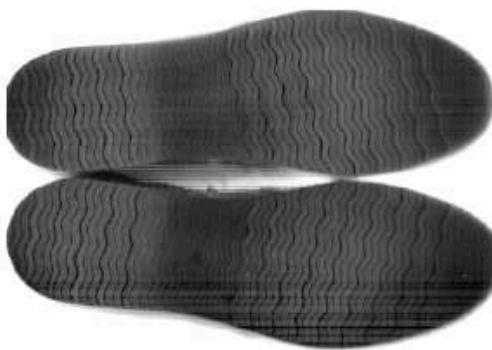
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After looking at our work from yesterday we found that we had a few things we could do this morning before the meeting.

- Similar Items
- Social Media Aspect
- Menu System
- Change Logo
- Apply to Screen



More of the work



Personalisation work



The museum visitor would have their shoes scanned upon entering the museum.

VISIT

DATA SOUVENIR

TIMELINE



The user is experiencing able to:

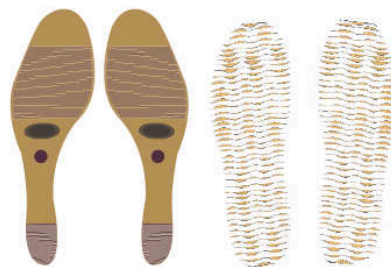
- select the scan in
- view the features
- information
- plan the

Today's Visit



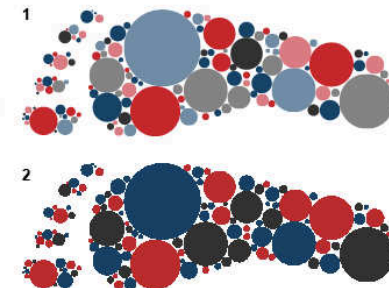
(Screen shot of animation)
Large footprints show the overall areas visited, smaller footprints (using size and opacity) represent artifacts visited, how long you spent there and what was missed.

FOOTPRINT IDEAS



Using the under soles' track marks we experimented with the graphic representation of the patterns and began considering how they could show data and information. (*Variation 1)

(Screen shot of animation)
The lines on the bottom of the shoe are shaking and will stop when the user rolls over it. The lines/waves represent a piece in the exhibition.

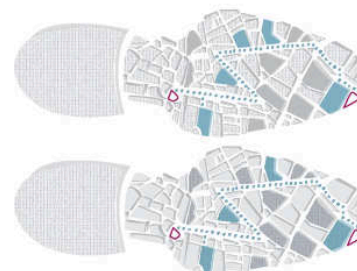


Using bubbles in the shape of feet, to represent the content viewed and missed by the visitor. The user would be able to hover over the area and see further information on what they missed. The colours represent different areas within the museum.
Idea 1 experiments with opacity (to show areas missed)
Idea 2 visualises the 2nd visit (darker opacity)



(*Variation 2)

(*Variation 3)



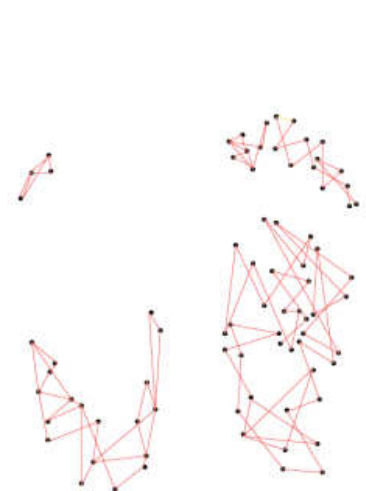
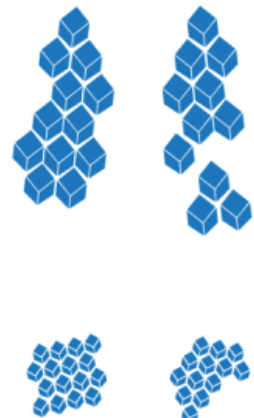
Using the pattern on the sole of a shoe as a map, to show a visitors journey through the exhibition. Dark grey & blue shapes show touchpoints, blue shows what has been visited. Light grey is to fill pattern.
Idea 1 & 2 experiments with an effect on the different shapes



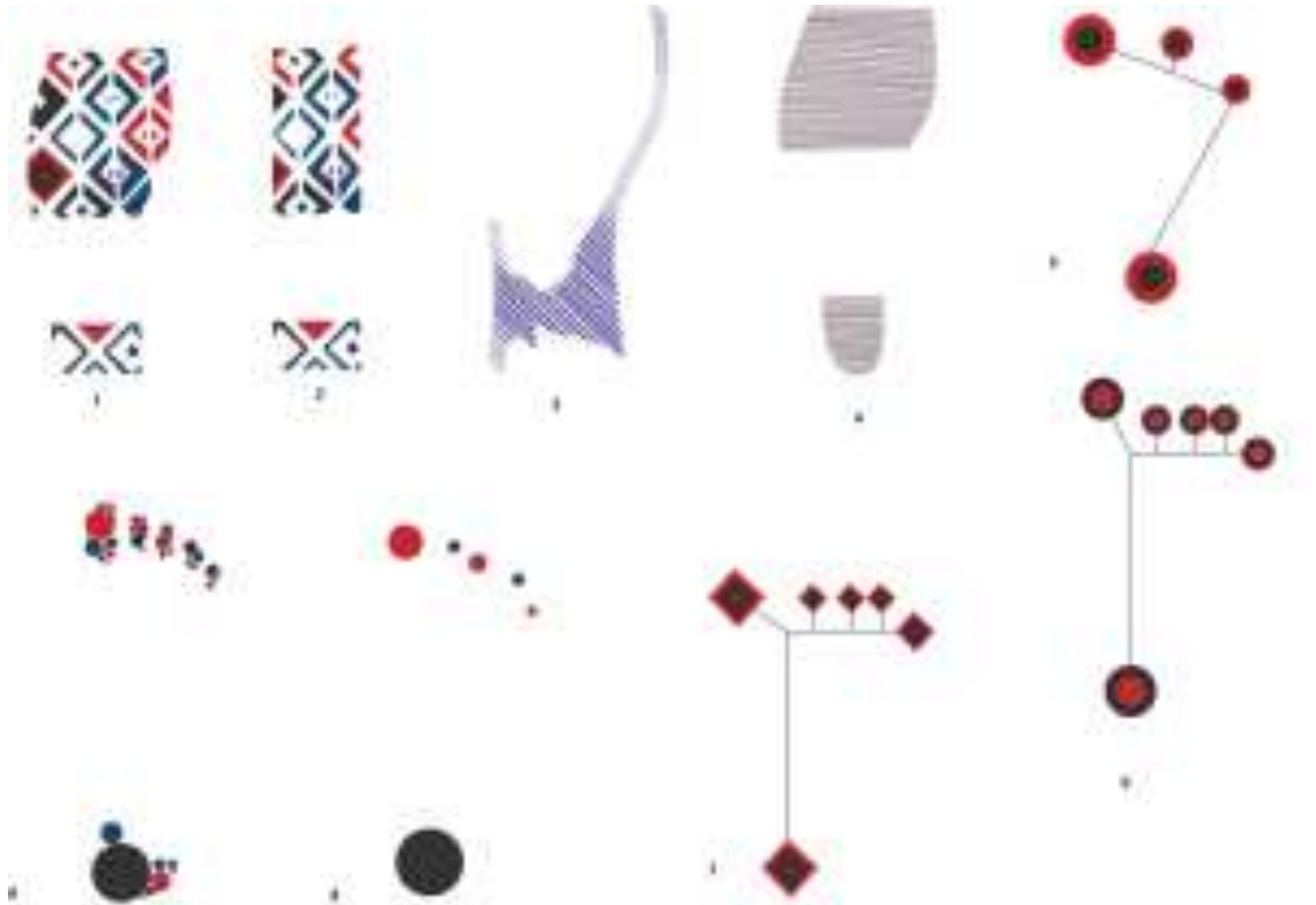
(Screen shot of animation)
Making the pattern on the sole of a shoe interactive. The shapes & colour represent data, click on cubes to find out specific data.

(*Variation 4)

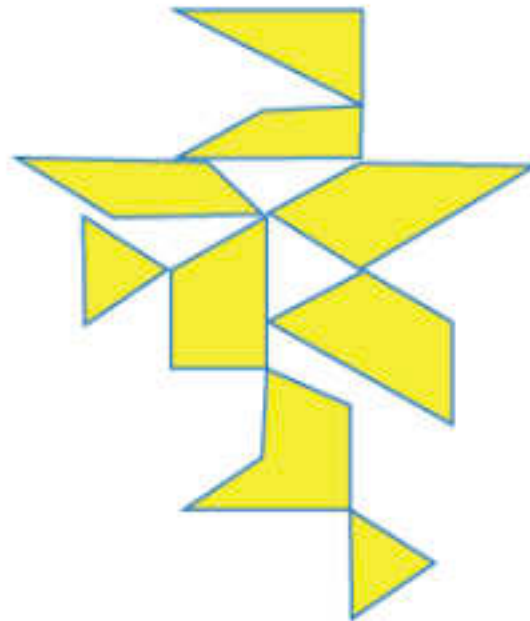
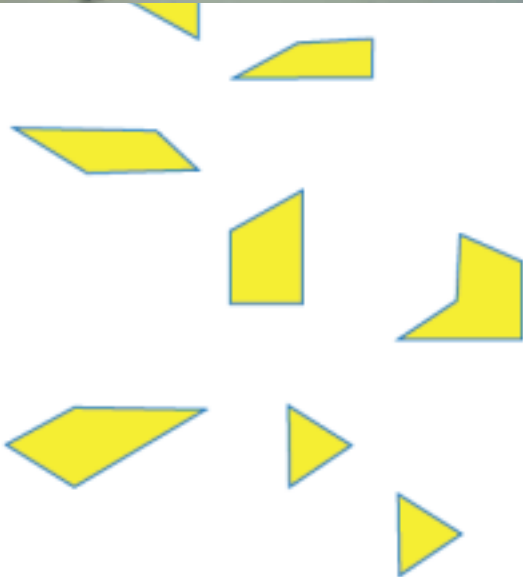
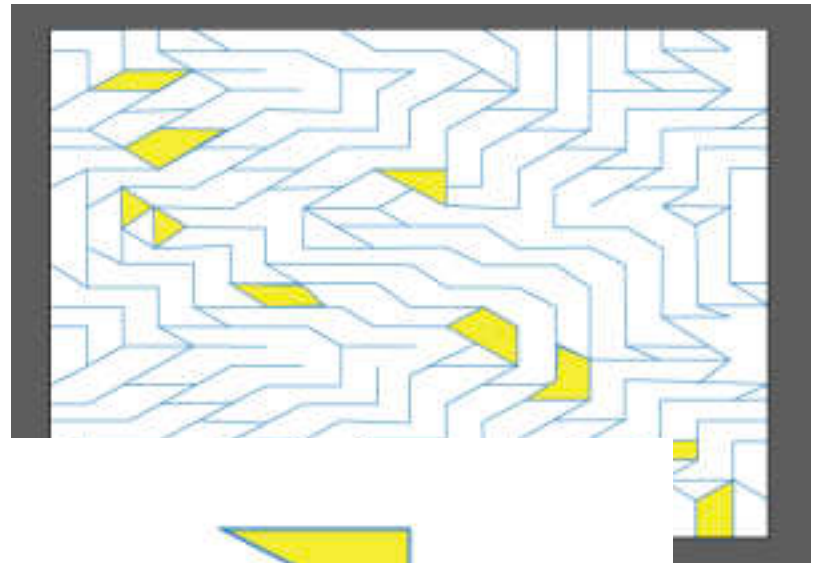
Personalisation work



Personalisation work



Personalisation work

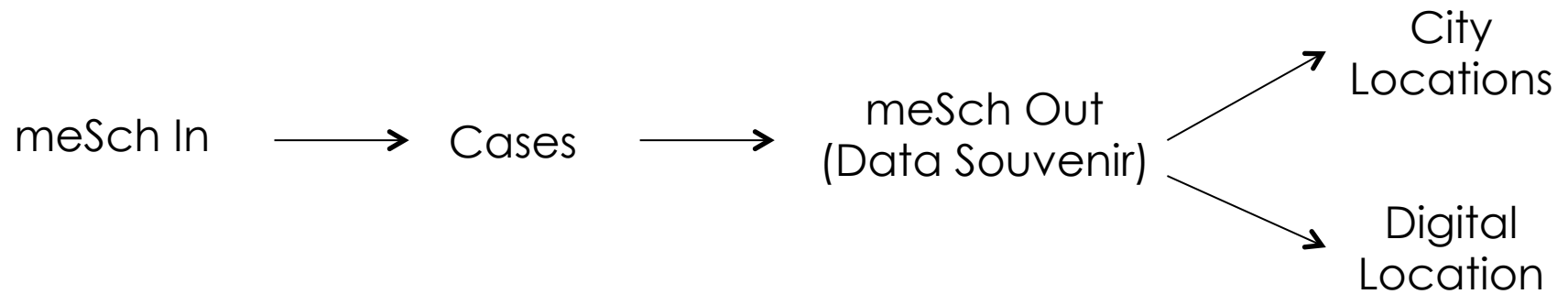


Visualising the logs

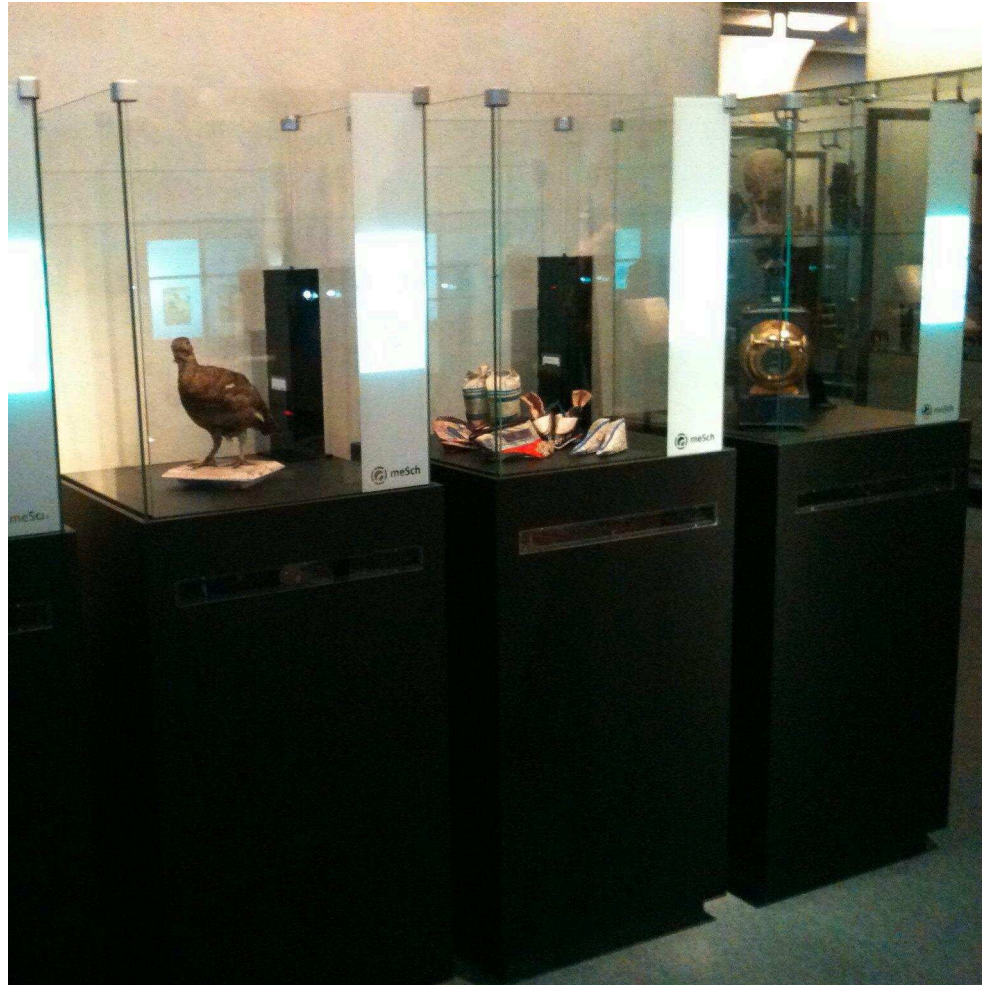
Data souvenir

MUSEON

Atlantikwall (Case Study)



meSch Cases



meSch out (Data Souvenir)

